

LOGAN THOMLEY

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Education

University of Florida

Expected May 2028

B.S. Computer Science

GPA 3.91/4.00

Minor in Statistics

Relevant Coursework

Courses: EEL 5840 Fundamentals of Machine Learning, EEL 4930 Applied ML for AI Systems, MAS 3114 Computational Linear Algebra, COP 3503C Programming Fundamentals 2, MAC 2313 Analytical Geometry and Calculus 3, EML 2023 Computer-Aided-Design (Solidworks)

Experience

Computing Student Union

May 2025 – Present

Software Engineer

- Collaborated on a 4-person project team to develop internal tools that consolidate and streamline information management across UF's computing student organizations.
- Enhanced a Discord bot in Python to automatically detect event flyers in messages, implementing character recognition functionality with easyOCR to extract text content from club promotional images.
- Participated in testing and debugging sessions to improve OCR accuracy across different flyer designs and image qualities, ensuring reliable data extraction.

GATR Robotics

October 2024 – Present

Assistant Programmer and Designer

- Developed autonomous routes in C++ to execute precise movements and game-specific tasks during autonomous.
- Designed the drivetrain for our World Championship robot in Autodesk Fusion 360, optimizing for maneuverability by focusing on acceleration and speed.
- Participated in match strategy discussions and real-time debugging sessions to improve robot behavior and reliability during competitions.
- Contributed to mechanical assembly and integration of robot components, ensuring alignment between CAD designs and physical builds through iterative testing and refinement.

Freshman Leadership Engineering Group (FLEG)

September 2024 – May 2025

Collegiate Committee Ambassador

- Collaborated with a team of 9 other freshman engineers to connect undergraduate engineering students with opportunities and resources.
- Present committee initiatives and event plans to a broader team of 50 student leaders, ensuring alignment with organizational goals and member interests.

ACE Robotics Competition Team 229V

August 2022 – May 2024

Founding President, Builder, and Driver

- 2024 VEX World Championship Division **Champions** and 2023 VEX World Championship Division **Finalists**.
- Designed, prototyped, and fabricated 10 different robots across multiple season utilizing Onshape, Inventor, and Fusion.

Projects

Stock Market Visualizer | *Python, yfinance, Matplotlib, winotify*

- Developed a Python application to visualize and track stock market data for major tech companies.
- Utilized the yfinance library to gather historical stock data, Matplotlib to generate plots of stock prices over different timeframes (year-to-date, month-to-date, week-to-date), and the winotify library to provide desktop notifications.
- Implemented data processing and visualization, presenting stock trends in a clear and concise graphical format, enhancing user understanding of market fluctuations.

Memory Matcher | *Python, pygame, numpy*

- Designed an interactive memory matching game featuring a 4x4 grid of cards with randomized pairs and flip logic.
- Implemented a responsive game loop with object-oriented design, enabling accurate click detection and match validation, and simplifying future feature integration through modular card classes.
- Integrated and scaled custom card assets and win screens, implementing smooth UI feedback and real-time interactivity.

Technical Skills

Languages: Python, MATLAB, HTML/CSS

Software: Solidworks (CSWA certified), Autodesk Fusion, Onshape

Libraries/Frameworks: Pandas, NumPy, Matplotlib, easyOCR, Winotify, yfinance